

# STALLONE SNIPES DEMOLITION MAN



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## GETTING STARTED

As you activate the DEMOLITION MAN game, the first items to come up on your screen will be the 3DO logo, Virgin Interactive Entertainment, the Warner Bros. Consumer Products logo, Q-Sound logo and finally a legal text screen. After the logos, the Title Screen comes up. At this time you will have three choices which will be offered one at a time: START, OPTIONS and LOAD. Press the Direction Pad up or down to reveal the previous or next selection. A, B, C or START chooses the currently displayed selection.

## OPTIONS

Here you have three choices: Use the Direction Pad to move the Demo Man cursor among the three choices. Press start to return to title screen.

**SOUND FX & MUSIC:** Use the left and right flipper buttons to adjust the balance slider between SOUND FX and MUSIC.

**CONTROLS:** Press A,B or C to access the control screens. To view your control configurations, press left or right on the Direction Pad to cycle through the screens. Your choices are: SHOOTING GALLERY WITH CONTROL PAD or SHOOTING GALLERY WITH LIGHT GUN (You can calibrate your light gun here), HAND TO HAND COMBAT,

TUNNELS and CAR CHASE. Press A, B or C to return to the OPTIONS screen. Start takes you back to the title screen.

**MODE:** Press A, B or C to access the mode selection screen. Here you are asked to set the difficulty setting of your mission. Use the Direction Pad to cycle through the different settings. John Spartan will make a comment on each setting change. A, B or C takes you back to the OPTIONS screen. START takes you back to the title screen.

**LOAD:** Use the joypad and fire button to select letters from the grid to enter a password. Selecting the "ABORT" button or pressing START takes you back to the title screen. The "ABORT" button will change to "ENTER" when you've filled in all nine password spaces. You may then select "ENTER" to submit your password for validation.

## PURSUING PHOENIX

There are four different modes of play in DEMOLITION MAN. Each has it's own status bar and set of controls.

## THE SHOOTING GALLERY



HEALTH    GUN DISPLAY    BULLET DISPLAY    LIVES    CONTINUES    SCORE

- **John Spartan's Face** - Reflects Spartan's health. Spartan's face will change as his health increases or decreases.
- **Health** - When this turns completely red, John Spartan loses a life.
- **Gun Display** - Displays your weapon and bullet types available.
- **Bullet Display** - Displays the bullet type currently in use and the number of that type remaining. The three bullet types are: **NORMAL**, **RAPID FIRE** (continues firing while trigger is pressed) and **ARMOR PIERCING** (does tripple damage).
- **Score** - Displays your score.

- **Lives** - How many lives you have left in this game in addition to the one currently in use.
- **Continues** - How many continues. A "continue" gives you the option, after losing your last life, to resume playing with a new set of lives continuing from the start of the action segment where you lost your last life. However, your score will be cleared too.

Points are awarded for hitting enemies, powerups and bonus icons during the shooting gallery levels. Additional points are awarded at the end of each gallery based on shooting accuracy and number of bullets fired that hit their mark.

When using the LIGHTGUN, you can shoot at the BULLET DISPLAY to change types of ammunition. Obviously, you can only do this when you have collected more than one type of ammo.

## SHOOTING GALLERY CONTROLS

- D-PAD:** Move crosshair.
- RIGHT FLIPPER:** Rapid crosshair movement.
- LEFT FLIPPER:** Normal bullet gun clip reloads to full.
- BUTTON A:** Fire normal bullet.
- BUTTON B:** Fire rapid fire bullets.

- BUTTON C:** Fire armor piercing bullet.
- PAUSE/PLAY:** Pauses the action. Press again to resume play.
- LIGHTGUN TRIGGER:** Fires current bullet type.
- LIGHTGUN BUTTON:** Puts up bullseye target and pauses action until you shoot at bullseye to calibrate the lightgun.

## HAND TO HAND COMBAT



SPARTAN'S HEALTH   LIVES   SCORE   CONTINUES   PHOENIX'S HEALTH

- **John Spartan's Face** - Reflects Spartan's health. The picture will change as his health increases or decreases.
- **Spartan's Health** - When this turns completely red, you will lose a life.
- **Score** - Displays your current score.
- **Lives** - Displays the number of lives left in this game.
- **Continues** - Displays the number of tries left in this round.
- **Phoenix's Health** - When this turns completely red, Phoenix will lose.
- **Phoenix's Face** - Reflects Phoenix's health.

Bonus points are awarded at the end of the fight based on remaining health. Bonus points are also awarded during the fight for damage inflicted on Phoenix.

## HAND TO HAND CONTROLS

- |                       |  |
|-----------------------|--|
| <b>BUTTON A:</b>      | Jab.   |
| <b>BUTTON B:</b>      | Body blow.   |
| <b>BUTTON C:</b>      | Body kick.   |
| <b>TOWARD + B:</b>    | Blow to the head.  |
| <b>TOWARD + C:</b>    | Kick to the head.  |
| <b>UP:</b>            | Hop.   |
| <b>DOWN:</b>          | Crouch.  |
| <b>DOWN + B:</b>      | Upper-cut punch.   |
| <b>DOWN + C:</b>      | Leg sweep.   |
| <b>LEFT FLIPPER:</b>  | * Low block (Spartan), high block (Phoenix). Also used to abort an attack. |
| <b>RIGHT FLIPPER:</b> | * High block (Spartan), low block (Phoenix). Also used to abort an attack. |
| <b>PAUSE/PLAY:</b>    | Pause/play game.   |

\* A SUCCESSFUL BLOCK AUTOMATICALLY LAUNCHES A COUNTER-ATTACK.

## TUNNELS



- **Spartan's Face** - Reflects Spartan's health.
- **Health** - When this turns completely red, John Spartan loses a life.
- **Score** - Displays your current score.
- **Lives** - Displays the number of lives left in this game.
- **Continues** - Displays the number of tries left in this round.

Points are awarded per enemy hit.

## TUNNELS CONTROLS

- SHIFT LEFT:** Shuffle left.
- SHIFT RIGHT:** Shuffle right.
- JOYPAD LEFT:** Rotate left.
- JOYPAD RIGHT:** Rotate right.
- JOYPAD UP:** Move forward.
- JOYPAD DOWN:** Move backward.
- BUTTON A:** Fire your weapon.
- BUTTON B:** Auto Trim Viewpoint. This will align your direction of view with the closest 90 degree direction. This eliminates fumbling with controls when walking down a hallway.
- BUTTON C:** Consult the Strategic Apprehension Computer. This will display the relative location of all lifeforms in the maze. Cryocons are the red blips, Simon Phoenix is a yellow blip and you are the blue blip in the middle.
- PAUSE/PLAY:** Pause/play game.

## CAR CHASE



SPARTAN'S CAR

GAS METER

RANGE COUNTER

- **Spartan's Car/Health** - When this turns completely red, the car is disabled and John Spartan loses a life.
- **Gas Meter** - The amount of fuel in your car.
- **Score** - Displays the current game score.
- **Lives** - Displays the number of lives left in this game.
- **Continues** - Displays the number of tries in this round.
- **Phoenix's Distance** - Distance to Phoenix's car.

Run over street signs for bonuses:

- **BE WELL** - Restores car health.
- **FUEL AHEAD** - Adds fuel
- **50 MPH** - Bonus points which increase by 500 with every 50 MPH sign driven over.

## CAR CHASE CONTROLS

**D-PAD UP:** Accelerate car.

**D-PAD DOWN:** Decelerate car.

**D-PAD LEFT OR  
LEFT FLIPPER:** Steer car left.

**D-PAD RIGHT OR  
RIGHT FLIPPER:** Steer car right.

**BUTTON B:** Centers car in lane.

**PAUSE/PLAY:** Pause/play game.

## HIGH SCORE SCREENS

At the end of a game (win or lose) you will go to the HIGH SCORE SCREEN where the top six scores will be displayed. If your score ranks in the top six, you will be asked to enter your three letter initials next to your high score.

To enter your initials, use the D-Pad to cycle the blinking letter through the alphabet and press the A button to confirm your selection. The left arrow character moves you back one space.

There are three high score screens, one for each difficulty setting. Each is distinguished by the HIGH SCORE title bar: EASY (green), NORMAL (Blue) and HARD (Red).

DEMOLITION MAN uses your 3DO Interactive Multiplayer's permanent storage device to save the high scores. This way, your high scores will be saved even after turning your 3DO Interactive Multiplayer off and on again.

If you decide you want to reset one of the HIGH SCORE SCREENS, you may do so by first pressing the RIGHT FLIPPER and LEFT FLIPPER simultaneously while the high score screen is displayed (except when the program is in demonstration mode). Follow the instruction on the windows which appear to either confirm your decision or abort if it was a mistake. Resetting clears the top six scores to 0000000 and replaces all the initials with "....."

## MISSION NAME: THE FORTRESS

### SUMMARY

Simon Phoenix is wanted by the Los Angeles Police Department for charges connecting him to several felonies throughout the city and surrounding areas. Many of the charges include aggravated murder, murder, attempted murder, assault, assault with a deadly weapon, grand theft and kidnapping.

All Los Angeles Police Department personnel have been advised, that Phoenix is currently armed and considered extremely dangerous. Phoenix is heavily supported by a vast underground of weapons and stolen equipment suppliers.

### THE MISSION

You will be transported via helicopter to the rooftop of an abandoned warehouse where Simon Phoenix and his gang are believed to be headquartered. It is believed that much like previous encounters with Phoenix, he is heavily supported by personnel, equipment and weapons.

Once you disembark from the helicopter, you are on your own. Due to the presence of Phoenix's supporters heavily armed with surface-to-air firepower, we can offer no return fire support.



## **MISSION OBJECTIVE**

It is your mission to get across the rooftops and into the building. Once inside, find Phoenix and bring him out alive.

## **MISSION ASSESSMENT**

Pre-mission surveillance estimates five separate areas where combat is anticipated. Use all weapons available and fire at will to make your way through each possible combat situation.

Probability of hand to hand combat with Phoenix is high.

## **WEAPONS AT YOUR DISPOSAL: HANDGUN.**

## **WEAPONS AT PHOENIX'S DISPOSAL**

THUGS - An undetermined amount of Phoenix supporters are stationed throughout the building. Attack and defend yourself at will.

## **MISSION NAME: THE MUSEUM**

## **SUMMARY**

You have been released several years early from a state of cryo-stasis enacted following a court ordered disciplinary action pertaining to the charge of reckless endangerment of human life.

The purpose of your early temporary release is official departmental business. Before your sentencing, you were involved in a case in which one Simon Phoenix was to be apprehended. Phoenix was sentenced to 75 years in cryo-prison for his crimes against society.

Earlier today, Simon Phoenix escaped from his incarceration at the California Cryo-Penitentiary. The city's Observe and Control Surveillance System has tracked him heading towards the San Angeles Museum of History. The department believes he is headed for the museum due to the large amount of 20th century weaponry on display in the museum's Hall of Violence.

## **THE MISSION**

The museum entrance hall opens into a central kiosk room off of which are three exhibit rooms. Below, through a glass floor, is the current special exhibit "The Los Angeles Ruins."

## **MISSION OBJECTIVE**

It is your mission to find Phoenix and bring him out of the museum.

## **MISSION NAME: THE TUNNELS**

### **SUMMARY**

Simon Phoenix has escaped to the maintenance ducts below the city. This area is often referred to as The Wasteland. Caution: the tunnels are dark and contain many twists and turns where Phoenix can turn and ambush.

### **THE MISSION**

You will use the Strategic Apprehension Computer to reach the elevator that Phoenix has likely used to escape down to the Wasteland.

### **USE OF THE STRATEGIC APPREHENSION COMPUTER**

The C Button raises the SAC into view. This will give you a top down motion detector radar of people on the floor. Phoenix appears as a yellow blip. You are the blue blip, and cryo cons appear as red blips. Press the C button again to lower the SAC out of sight.

## **MISSION NAME: AUTO PURSUIT**

### **SUMMARY**

The pursuit of Simon Phoenix has left the previous mission area designated as the tunnels to The Wasteland. Phoenix has illegally acquired an auto transport. Spartan is currently in pursuit of Phoenix in an unauthorized vehicle.

### **THE MISSION**

Bring Phoenix's car to a halt by any means necessary. Do not run out of fuel (life is lost). Do not run out of health (life is lost). Avoid hitting civilian cars at all costs!

### **MISSION OBJECTIVE:**

Confront and bring Phoenix to a stop once and for all by any means necessary. After stopping his car, hand to hand combat may be necessary.

## **STRATEGIC ADVANTAGES TO YOUR MISSION**

**BEWELL BONUS SIGNS** - Regain health points.

**FUEL AHEAD SIGNS** - Regain fuel.

**50 MPH SIGNS** - Increase your score on an accumulating basis. The first Bonus is worth 500 points, the second is 1,000 the third 1,500 etc.

## **MISSION NAME: CRYOPRISON/HALLS**

### **SUMMARY**

The city's surveillance system has detected an unauthorized entry into the State of California Cryo-Penitentiary and Rehabilitation Facility. Closer examination of surveillance video records indicates a positive identification of Simon Phoenix in the facility.

### **THE MISSION**

The cryo-facility is made of several hallways connected by a central rotunda. It is anticipated that your mission will be composed of three phases: hunting and tracking Phoenix, armed battle with any cryo-con that Phoenix has managed to set free and hand to hand combat with Phoenix.

### **MISSION OBJECTIVE**

Phoenix must be stopped at all costs. You have top priority clearance to achieve this goal. Use any means necessary to achieve this objective. If this mission is not completed successfully, City Computer Maintenance and Function Systems predict that Phoenix will be unstoppable in conquering the greater San Angeles area.

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